Innovation: Wiki

EDUC-8841-2 Diffusion and Integration of Technology in Education

Week 2 Application 1

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When first looking over the options for the project, I heavily favored the exploration of virtual realms and class activities conducted online by both students and instructors. The virtual worlds established for entertainment have become a new venue for business and could definitely be adapted for educational use . I like the potential for meeting the students on their own levels and having more options for adaptation of lesson goals for student learning styles . The truth of the matter is the research still seems to be in the infancy on this technology. Limited information was available as yet but may afford some excellent opportunity for original research.

The other runner up technology is prevalent, topical, controversial and seemingly a done deal in many minds and not meritorious of much, if any, real research. The unfortunate aspect of eBooks is that the research is completely being left to the market place. I was not able to find any real effort to bring this online due to flexibility or adaptability. This appeals to my sense of economics, demand for a cheaper product that can throw the burden of technology purchase onto the student or at least make the district/state some savings on textbook costs. Numerous editorials and comments, conference updates, we located but no real research. I am excited about the opportunity of the technology enhancing the student experience but apprehensive if this is the best-made decision. Should we not make the determination based on pedagogy and research being applied? Seems not in this case. Dede said the innovation would not be accepted strictly on the bases of economics or advantages, this application seems to be the exception to that rule.

The second choice of the Wiki is therefore cast into the forefront of my scrutiny. As an educator, I have been experiencing the application first hand in another class. Research supports the many uses of this innovation as a tool that can dramatically change the way students learn and is shelf ready for students and teacher alike . The options have been reviewed and the discussion is focusing on getting the technology out to the teaching staff for use with a variety of students .

This technology, though I have experienced some frustration personally with limited options in free versions, does present a potential for collaborative learning that will amaze and impress even the skeptics. Thos who would like to suppress the innovation will have a hard time putting it down once they get to know it. Gatekeepers will not be able to hold out of the classes what the students are likely already bringing in. I have reminded students not to cite Wikipedia due to its open source nature, but as a student led collaborative project, I whole-heartedly endorse!

Hence, the turnaround for the Wiki research, I can sell this....

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